

**EXAMINER'S AMENDMENT**

An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with Christopher B. Ferenc on 10/14/2011.

The application has been amended in the claims as follows:

1. (Currently Amended) A relay unit incorporated in a gaming system and connecting one or a plurality of manipulation terminals or external storage units to a single port of an entertainment apparatus having at least a first mode and a second mode as operation modes; wherein

the entertainment apparatus reads information from a recording medium, determines an operation mode based on the read information, operates in the determined operation mode, generates an operation mode selection signal in accordance with the determined operation mode, and outputs the generated operation mode selection signal to the relay unit;

the relay unit is located outside the entertainment apparatus and includes:

- a main body connector for detachably connecting the relay unit to the entertainment apparatus;

- at least one or a plurality of controller connectors for detachably connecting the one or the plurality of manipulation terminals;

- a first relay processing unit;

- a second relay processing unit; and

- a control signal generator;

- the first relay processing unit carries out relay processing for the first mode between the entertainment apparatus and the one or the plurality of manipulation terminals or the external storage units;

- the second relay processing unit carries out relay processing for the second mode between the entertainment apparatus and the one or the plurality of manipulation terminals or the external storage units;

- the relay unit receives the selection signal from the entertainment apparatus via the main body connector;

- the control signal generator operates the first relay unit to carry out the relay processing for the first mode when the

relay unit receives the selection signal in accordance with the first mode;

the control signal generator operates the second relay unit to carry out the relay processing for the second mode when the relay unit receives the selection signal in accordance with the second mode; ~~and~~

the first and second modes are different gaming protocols;  
wherein the first relay processing unit is a first multitap IC and the second relay processing unit is a second multitap IC;  
and

wherein the first multitap IC and the second multitap IC each have at least one bus switch electrically coupled thereto for communicating signals between the one or plurality of controllers and the first multitap IC and/or the second multitap IC.

9. (Currently Amended) A communication system in a gaming system, comprising an entertainment apparatus having at least a first mode and a second mode as operation modes, and a relay unit connecting one or a plurality of manipulation terminals or external storage units to a single port of the entertainment apparatus; wherein

the entertainment apparatus reads information from a recording medium, determines an operation mode based on the read information, operates in the determined operation mode, generates an operation mode selection signal in accordance with the determined operation mode, and outputs the generated operation mode selection signal to the relay unit;

the relay unit is located outside the entertainment apparatus and includes:

- a main body connector for detachably connecting the relay unit to the entertainment apparatus;

- at least one or a plurality of controller connectors for detachably connecting the one or the plurality of manipulation terminals;

  - a first relay processing unit;

  - a second relay processing unit; and

  - a control signal generator;

the first relay processing unit carries out relay processing for the first mode between the entertainment apparatus and the one or the plurality of manipulation terminals or the external storage units;

the second relay processing unit carries out relay processing for the second mode between the entertainment

apparatus and the one or the plurality of manipulation terminals or the external storage units;

the relay unit receives the selection signal from the entertainment apparatus via the main body connector;

the control signal generator operates the first relay unit to carry out the relay processing for the first mode when the relay unit receives the received selection signal in accordance with the second node; ~~and~~

the first and second modes are different gaming protocols;  
wherein the first relay processing unit is a first multitap IC and second relay processing unit is a second multitap IC; and  
wherein the first multitap IC and the second multitap IC each have at least one bus switch electrically coupled thereto for communicating signals between the one or plurality of controllers and the first multitap IC and/or the second multitap IC.

10. (Currently Amended) A communication method for connecting one or a plurality of manipulation terminals or external storage units to a single port of an entertainment apparatus in a gaming system having at least a first mode and a second mode as operation modes via a relay unit, wherein the relay unit is located outside the entertainment apparatus and includes a main

body connector for detachably connecting the relay unit to the entertainment apparatus, at least one or a plurality of controller connectors for detachably connecting the one or the plurality of manipulation terminals, first and second relay processing units, and a control signal generator, said communication method comprising:

- a step of reading information from a recording medium;
- a step of determining an operation mode of the entertainment apparatus based on the read information;
- a step of generating a selection signal in accordance with that determination result;
- a step of transmitting the selection signal to the relay unit, which are carried by the entertainment apparatus;
- a step of receiving the selection signal from the entertainment apparatus by the relay unit;
- a step of relaying for the first mode when the received selection signal corresponds to a signal for the first mode by the first relay processing unit; and
- a step of relaying for the second mode when the received selection signal corresponds to a signal for the second mode by the second relay processing unit,

a step of operating the first relay unit to carry out the relaying when the relay unit receives the selection signal in accordance with the first mode;

a step of operating the second relay unit to carry out the relay processing for the second mode when the relay unit receives the selection signal in accordance with the second mode; ~~and~~

wherein the first and second modes are different gaming protocols;

wherein the first and second relay processing units are first and second multitap ICs; and

wherein the first and second multitap ICs each have at least one bus switch electrically coupled thereto for communicating signals between the one or plurality of controllers and first and/or second multitap ICs.

15. (Canceled)

16. (Canceled)

17. (Currently Amended) The relay unit according to claim 1 ~~claim 16~~ wherein signals between the one or plurality of controllers and a memory card may be processed by either the

first or second multitap IC in accordance with a control signal from the control signal generator.

18. (Canceled)

19. (Canceled)

20. (Currently amended) The communication system according to claim 9 ~~claim 19~~ wherein signals between the one or plurality of controllers and a memory card may be processed by either the first or second multitap IC in accordance with a control signal from the control signal generator.

21. (Canceled)

22. (Canceled)

23. (Currently amended) The communication method according to claim 10 ~~claim 22~~ wherein signals between the one or plurality of controllers and a memory card may be processed by either the first or second multitap IC in accordance with a control signal from the control signal generator.



In summary:

**Claims 1-3, 5-7, 9-13, 17, 20 and 23** are allowed, and  
**Claims 4, 8, 14-16, 18, 19, 21 and 22** are canceled.

***Contact Information***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to ELIAS MAMO whose telephone number is (571) 270-1726 and fax number (571) 270-2726. The examiner can normally be reached on Monday thru Thursday from 9 AM to 5 PM EST. The examiner can also be reached on alternate Fridays.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dr. Henry Tsai, can be reached on (571) 272-4176. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through

Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

/ELIAS MAMO/

Examiner, Art Unit 2184